

SPECIALIZED

The Family Game of Hit & Run

RULES OF PLAY

EQUIPMENT

- 1 folding game board
- 2 six sided dice
- 24 color coded tokens

SET UP

The object of the game is to be the first player to advance all four of your colored tokens around the board from your starting rectangle to home base. Unfold the board and place it in the center of the playing area. Each player chooses a color and places the four tokens in the starting rectangle that matches their color. Each player then rolls the dice with the highest roll playing first. After their turn is over the dice are passed to the player on the left. Play continues in a clockwise direction throughout the game.

DICE ROLLS

At the start of their turn each player rolls the dice and then moves one or two of their tokens according to their roll. The result of the roll is split into two movements, with the number of spaces a token is advanced determined by each die face. For example, if a player's dice roll results in a five on one die and a three on another the roll is not considered an 8 but instead is called a 5-3 (or a 3-5). They can choose to move one token five spaces and another token three spaces or move a single token eight spaces. (Movement inside a ring is always in a clockwise direction.) If a token is blocked from moving a 5 or a 3 that piece cannot move even if a move of 8 lands it on an open space. As each die face represents separate movements, when a token is moved it must first stop after the first movement and resolve any actions that move requires before making the second part of their move. A player must use its full movement rate whenever possible. Any roll or part of a roll that cannot be used is lost.



Game Board

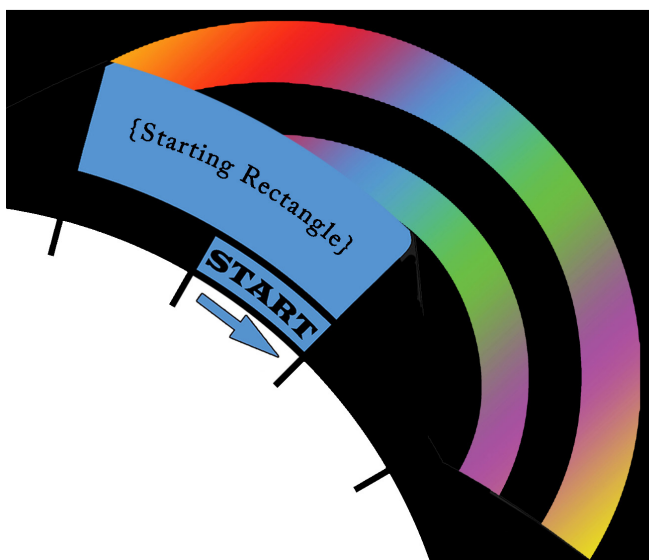
If a player rolls doubles (1-1, 2-2, 3-3, 4-4, 5-5 or 6-6) they are entitled to a bonus roll after moving normally. If a player is unable to use the entire doubles roll they forfeit their bonus roll. Should a player roll doubles on a bonus roll they still can move normally and are entitled to yet another bonus roll, but the token he has advanced closest to HOME is sent into the PIT. (See The Pit below.) Should a player roll a third set of doubles he moves another token (again, the one closest to home) into the pit, and loses the roll. The dice are then passed on to the next player. Tokens on safe spaces are subject to these rules. (Doubles rules are the only time a token on a safe space can be forced into the pit. Rolling doubles during a bonus roll always results in a token being sent to the pit when possible, even if they are forced to forfeit a roll.) Tokens inside their home or on the starting rectangle are not effected.

ENTERING A TOKEN

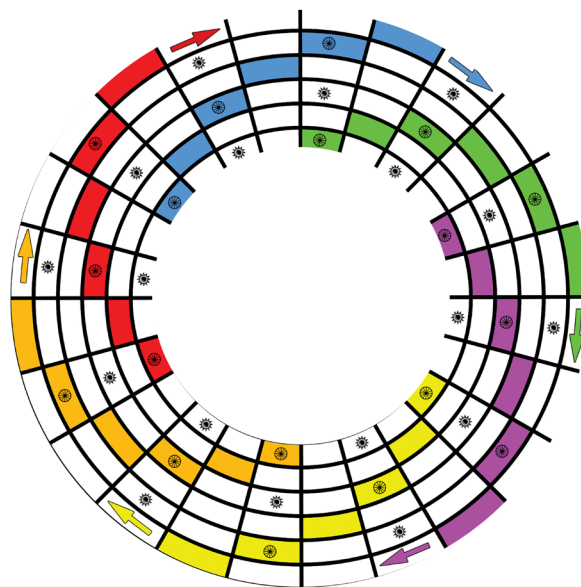
Before a player can move a token around the board they must first enter it into play. To enter a token from their rectangle onto the Start space a player must roll a 1 or a 6 on one of the dice. If a player rolls two 1's, two 6's or a 1 and a 6 on the same roll it can move two tokens onto the Start space if the space is empty. Only two tokens can occupy a Start space at any one time. If the Start space is occupied by two tokens a token must first be moved off the Start space and moved along the outer ring before another token can be moved out of the starting rectangle and onto the Start space. A player may enter a token on a 1 or 6 and then move the same token using the other half of their move during the same turn.

MOVEMENT INSIDE THE RINGS

Most of the movement of a player's token will be moving around the board in a clockwise direction inside the six rings between the Start spaces and the numbered Safe Zone spaces. Only one token can occupy a space at any one time inside the rings. A player cannot stop on a space that is already occupied by one of their own tokens. If a player lands on a space occupied by another player's token, (called hitting or a hit), they move the opponents token to the pit and take their place on the space. However, any token that occupies a space that matches its color cannot be removed from that space. (See Safe Spaces below.) There are six different colored spaces distributed equally in each of the six rings. These spaces are used to transfer any token that matches that color from one ring onto the ring directly below it. A player moves a token from their Start Space (counting the colored arrow below their start space as space number 1) around the board clockwise inside the outer ring until it reaches the colored space matching their color directly behind their arrow space. The token continues moving by dropping down from that colored space onto the white space in the ring directly below it. (The movement is continuous. A token does not need to stop on the colored space.) The token then moves inside that circle until it reaches the space that matches their color in that ring, and then drops down onto the white space below it onto the third ring. This

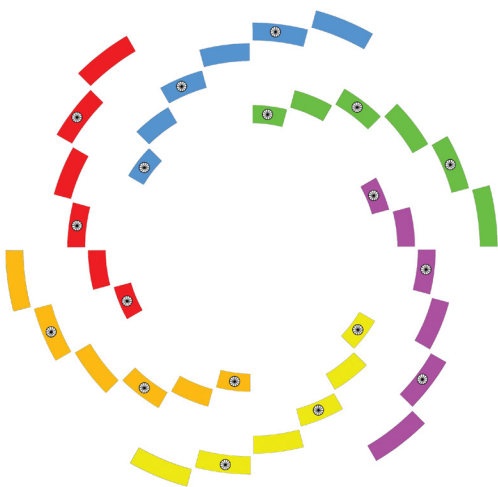


Start Space

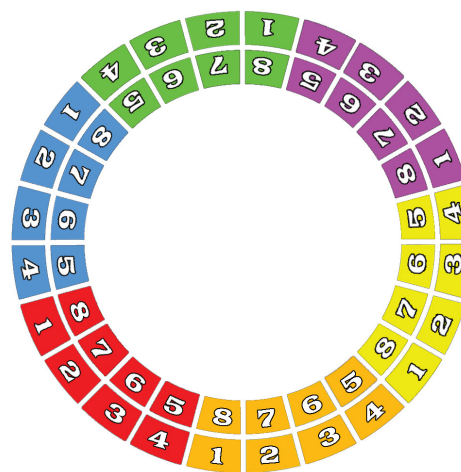


The Rings

The Stairways



Safe Zone



pattern continues with the tokens moving around the rings and dropping down to a lower ring until they reach the lowest ring just above the numbered Safe Zone. Once a token has reached the lowest ring it must continue to move inside that ring until it lands on the Wheel space that matches its color on an exact roll. A token must land on their colored wheel space on an exact count of a rolled die before it moves into its Safe Zone.

MOVEMENT ON THE STAIRWAYS

As mentioned above, the colored spaces inside the rings facilitate movement from one ring to the one directly below it. However, if a token begins its turn on one of these colored spaces they can be used as a shortcut between the rings. The colored spaces form six diagonal Stairways each one a different color. If a token starts a turn occupying any of the colored spaces inside the Ring Area, even if it is a different color than his own, he has the option of moving along the colored stairway instead of rolling the dice. Movement on a stairway can be up or down between the rings. (“Up” being toward the outer ring, and “Down” toward the inner ring.) If they have more than one token on a colored space at the start of their turn they may move only one of them up or down the corresponding stairway per turn. As stated above, a player cannot move along the stairways and roll dice on the same turn, nor may more than one token occupy the same space at the end of their turn. If a token begins its turn on a colored space it may move one space from the one it occupies onto any adjacent Wheel space of the same color. However, should a token begin its turn on a Wheel space it can move one space onto a colored space, but also has the option of moving two spaces onto any adjacent Wheel space inside the stair. Tokens that are using stairways that do not match their color may be sent to the Pit by other players moving onto the space they occupy. Tokens can stay inside a stairway indefinitely by moving up or down every turn or by remaining stationary while rolling dice. However, if the only way a player can use their full die roll is by moving off a stairway space, they must move off the stairs into the ring it occupies. Tokens moving on a stairway that matches its color cannot be removed by another player. Once a player rolls the dice he no longer has the option of moving inside a stairway.

MOVEMENT IN THE SAFE ZONE

Once a player has managed to place a token on their colored wheel space inside the inner ring, they can move through their Safe Zone and into their HOME space. A player must enter their Home on an exact count of a die. Tokens move through the Safe Zone by following the numbers from the lowest (1) to the highest (8). (It takes any roll totaling 9 to move from a colored Wheel space into a matching Home space. An easy way to determine what roll is needed to enter a home space is to subtract the number of the space a token is on from 9.)

SUNBURST SPACES

There are eighteen SUNBURST spaces evenly distributed inside the Ring area. When a player's token lands on one of these spaces when it is unoccupied, or if he “hits” another player who is on one of these spaces (sending them to the pit), he must exchange his token with any other player's token that is not on a Safe space or in the

pit. A player can't exchange their token with another of his own color. If no token belonging to any of the other players is in a position where it can be exchanged, the player remains on the sunburst space. The player who lands on a sunburst space must exchange tokens, even if the move puts them in a weaker position.

SAFE SPACE

A Safe Space is defined as any space on the game board (except arrow spaces) that is the same color as a player's token. A token that occupies a safe space cannot be forced to move from that space by an opposing player and no opposing player can move onto any safe space occupied by a token that matches its color. (Arrow spaces designate direction and are not considered a Safe space. Rolling doubles during a bonus turn may result in a token on a safe space being moved to the pit. (See Dice Rolls above.)

THE PIT

The Pit is the circular space located in the center of the playing area designated by a skull icon. (This is where tokens go to die!) Only one token can be in the pit at any one time. A token can be freed from the pit by rolling "Snake Eyes" (Double 1's) or by having another token take its place. When a token is freed it returns to their respective starting rectangle. The different ways a player can be sent to the pit are explained above, but we will list them below for convenience.

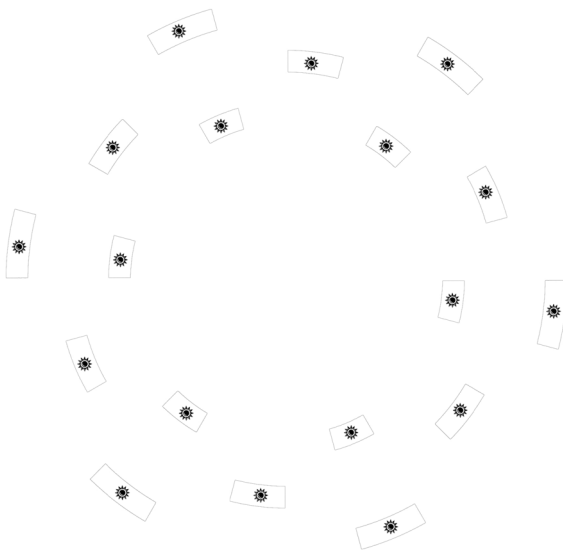
A token can be sent to the pit if:

- A player lands on a space occupied by another player's token.
- A player lands on a token in a stairway not their own color.
- A player rolls a doubles during a bonus turn.

As mentioned above, once a token is sent onto the Pit space it cannot move until another token takes its place or the player rolls double 1's. Should a player decide to use snake eyes to free a token he can't use the roll to move other tokens, but they still are allowed their bonus roll. If a token is sent to the Pit, and the Pit is occupied by another token, the token in the Pit is sent to their starting rectangle and begins play as if it had never left it, and the player just moved into the pit takes their place. It is possible that the token moving into the pit and the token that is occupying the pit belongs to the same player.

WINNING SPIRALIZED

When a player has moved all four of their tokens into their Home space they are declared the winner and the game ends.



Sunburst Spaces

The Pit

GLOSSARY OF TERMS USED IN SPIRALIZED

ARROW SPACE – THE SPACE JUST BELOW A START SPACE THAT INDICATES THE DIRECTION A TOKEN MOVES IN THE RINGS.

BONUS ROLL – WHEN A PLAYER ROLLS DOUBLES ON THE DICE, THEY ARE USUALLY AWARDED ONE OR MORE ADDITIONAL ROLLS DURING THE SAME TURN.

DOUBLES – A DICE ROLL THAT RESULTS IN BOTH DIES ENDING A ROLL WITH THE SAME NUMBER FACE UP. ROLLING DOUBLES USUALLY ENTITLE THE PLAYER TO A BONUS ROLL.

HIT – WHEN ONE PLAYERS TOKEN ENDS ITS MOVEMENT ON A SPACE OCCUPIED BY ANOTHER PLAYERS TOKEN.

HOME – THE SIX COLORED SPACES IN THE CENTER OF THE BOARD ARE HOME SPACES. THE FIRST PLAYER TO ADVANCE ALL FOUR OF THEIR TOKENS ONTO THEIR HOME SPACE WINS THE GAME.

INNER RING – THE RING THAT LIES JUST ABOVE THE NUMBERED SAFE SPACES ARE CALLED THE INNER RING.

OUTER RING – THE FIRST RING THAT CONTAINS THE DIRECTIONAL ARROW SPACES THAT A PLAYER MOVES INTO FROM THEIR START SPACE IS CALLED THE OUTER RING.

RINGS – THE SIX CIRCULAR AREAS WHERE MOST OF THE GAME MOVEMENT IS CONDUCTED ARE CALLED THE RING AREA, OR JUST THE RINGS.

SAFE SPACE – ANY SPACE THAT MATCHES A PLAYERS TOKENS COLOR, EXCLUDING ARROW SPACES, ARE A PLAYERS SAFE SPACES. THEY INCLUDE THE STARTING RECTANGLE, THE START SPACE, ONE OF THE STAIRWAYS, THE NUMBERED SAFE ZONE AND A PLAYER'S HOME SPACE. A PLAYER CANNOT BE HIT ON OR MOVED FROM ANY OF THESE SPACES.

SAFE ZONE – THE NUMBERED SPACES BETWEEN THE RINGS AND THE HOME SPACES ARE CALLED THE SAFE ZONE.

SNAKE EYES – A ROLL OF DOUBLE 1'S ARE COMMONLY REFERRED TO AS SNAKE EYES. A ROLL OF DOUBLE 1'S CAN BE USED AS ANY OTHER DOUBLE IN THE GAME, BUT IT HAS THE ADDITIONAL FUNCTION OF ALLOWING A PLAYER TO FREE A TOKEN FROM THE PIT.

START SPACE – THE SPACE BETWEEN THE STARTING RECTANGLE AND THE ARROW SPACE IS THE START SPACE. A PLAYER MUST MOVE A TOKEN FROM THEIR RECTANGLE ONTO THE START SPACE BEFORE IT CAN MOVE INSIDE THE RINGS.

SUNBURST SPACE – ANY WHITE SPACE THAT CONTAINS A SUN ICON IS CALLED A SUNBURST SPACE. WHEN A PLAYER LANDS ON A SUNBURST SPACE IT MUST EXCHANGE THEIR TOKEN WITH ANY OTHER PLAYERS TOKEN INSIDE THE RINGS THAT IS NOT ON A SAFE SPACE.

THE PIT – THE PIT IS THE SPACE IN THE CENTER OF THE BOARD NOTED WITH A SKULL ICON. ONCE A TOKEN IS SENT TO THE PIT IT CANNOT MOVE UNTIL THE PLAYER ROLLS DOUBLE 1'S OR ANOTHER TOKEN TAKES ITS PLACE. ONCE A TOKEN IS FREED FROM THE PIT IT RETURNS TO ITS STARTING RECTANGLE AND BEGINS PLAY AS IF IT NEVER LEFT IT.

TOKEN – A TOKEN IS ONE OF THE 24 COLORED PLAYING PIECES THAT THE PLAYERS MOVE ACROSS THE DIFFERENT SPACES OF THE GAME BOARD. THE FIRST PLAYER TO MOVE ALL FOUR OF THEIR TOKENS FROM THEIR STARTING RECTANGLE ONTO THEIR HOME SPACE WINS THE GAME.

WHEEL SPACE – WHEEL SPACES ARE USED TO FACILITATE MOVEMENT INSIDE THE STAIRWAYS.

WHITE SPACE – ANY SPACE ON THE GAME BOARD THAT IS NOT COLORED ONE OF THE SIX TOKEN COLORS AND CONTAINS NO ARROW OR PRINTED ICON INSIDE IT ARE CALLED WHITE SPACES.

IZED

SPIDER



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